FIG. 1 (PRIOR ART)

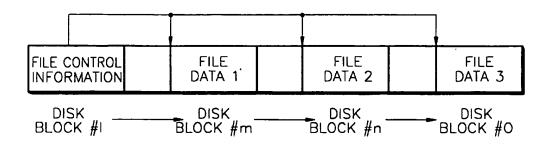
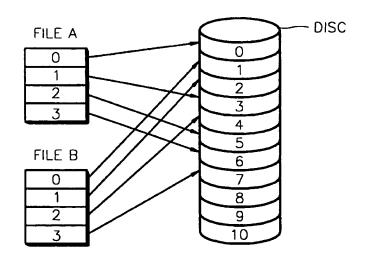


FIG. 2 (PRIOR ART)



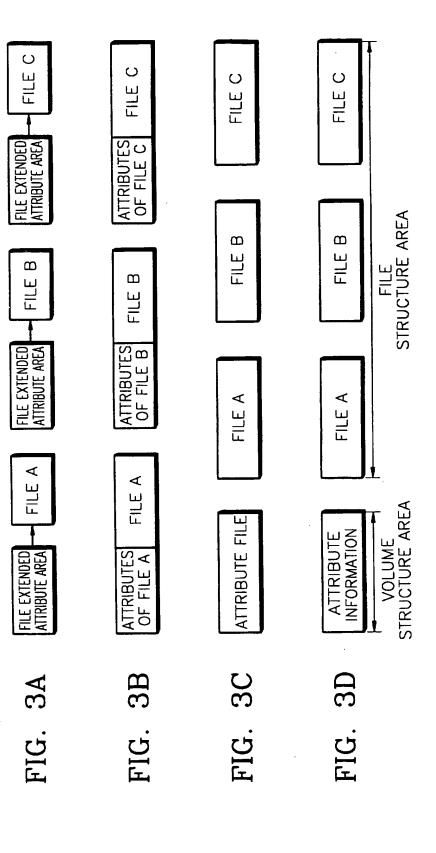


FIG. 4

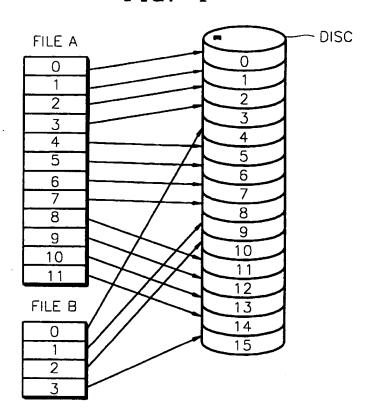


FIG. 6A

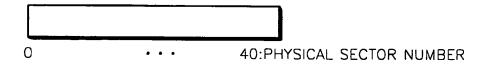
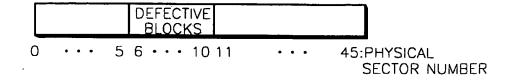


FIG. 6B



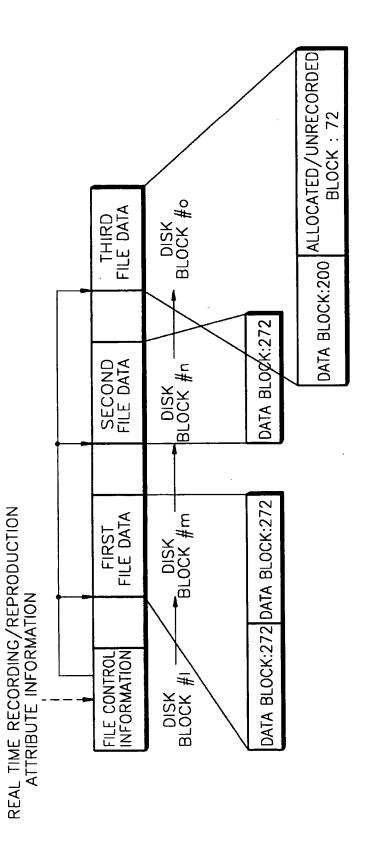
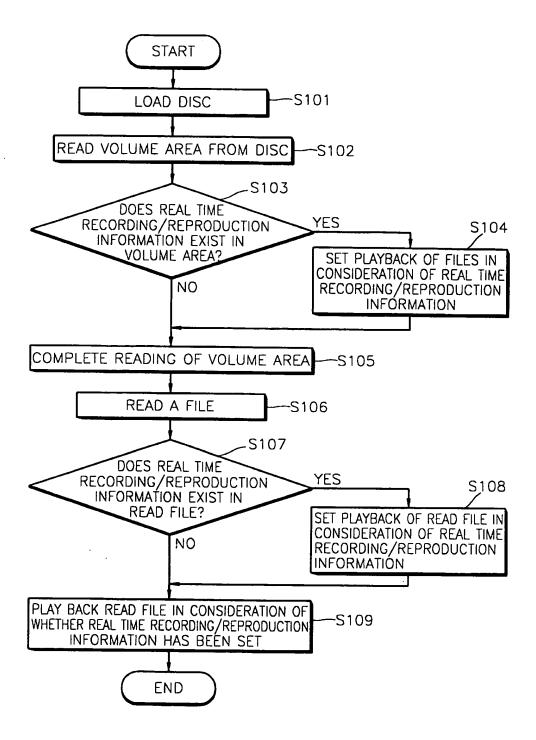


FIG. 7



-A/V SIGNAL USER INTERFACE CODEC CONTROLLER TRACK BUFFER FIG. 8 120 \ \ ECC. 140 160-

FIG. 9

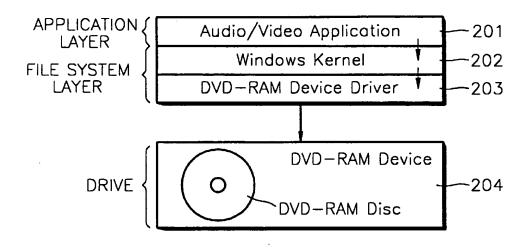


FIG. 10

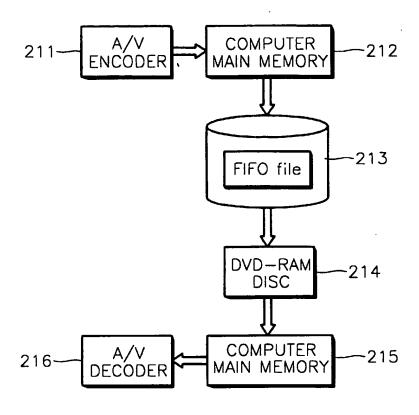
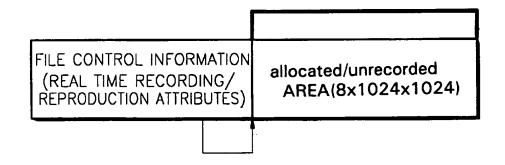


FIG. 11

SetFilePointer(FileHandle, 8x1024x1024, NULL, FILE\_END) SetFileBitrate(FileHandle, bitrate)



en, NULL)	allocated/unrecorded AREA	ורר, אטנר)	DATA#2 24-32×1024)	en, NULL)		DATA#2 A/V DATA#2 allocated
WriteFile(FileHandle, AV_Buffer 32×1024, & Written, NULL)	-	WriteFile(FileHandle, AV_Buffer 8x1024x1024, NULL, NULL)	A/V DATA#1 (8x1024x10)	WriteFile(FileHandle, AV_Buffer 32×1024, & Written, NULL)		A/V DATA#1 A/V C (\$20x1024)
WriteFile(FileHondle, AV	FIG. 12A (REAL TIME RECORDING) (32x1024) REPRODUCTION ATTRIBUTES)	WriteFile(FileHandle, AV	12B (REAL TIME RECORDING/ (32×1024) (8×1024×1024-32×1024) REPRODUCTION ATTRIBUTES)	WriteFile(FileHandle, AV	•	FIG. 12C   FILE CONTROL INFORMATION A/V DATA#1   A/V DATA#2   A/V DATA#2   A/V DATA#2   A/V DATA#2   (REAL TIME RECORDING/ (32×1024)   (32×1024)   (32×1024)
	lG. 12		FIG. 12			[G. 12

A/V DATA#2 allocated/ (16x1024) unrecorded

A/V DATA#2 A/V DATA#2 (8x1024x1024-32x1024) (16x1024) BLOCK

FILE CONTROL INFORMATION A/V DATA#1 (REAL TIME RECORDING/ (32×1024) REPRODUCTION ATTRIBUTES)

FIG. 12D

allocated/unrecorded

FIG. 13A

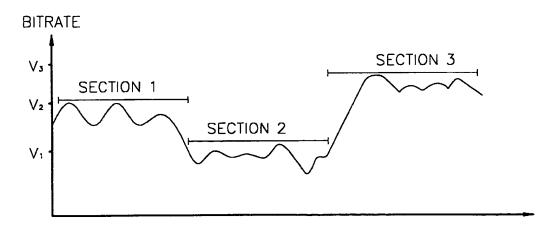


FIG. 13B

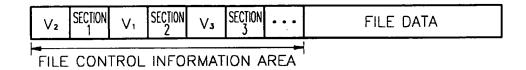


FIG. 13C

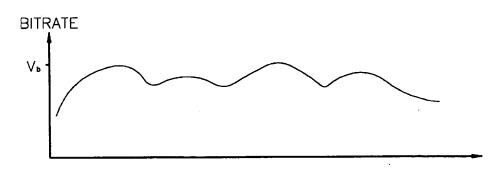
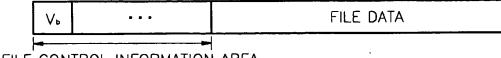


FIG. 13D



FILE CONTROL INFORMATION AREA

